

AGB-BILE-USA

GAMEBOY ADVANCE

INSTRUCTION BOOKLET

BIONICLE

- MAZE OF SHADOWS -



THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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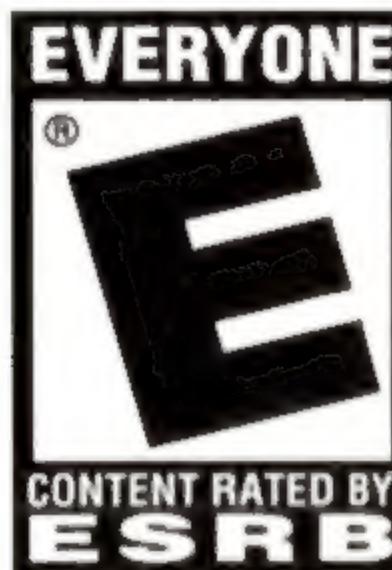


THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE AND NINTENDO DS™ VIDEO GAME SYSTEMS.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

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STARTING THE GAME

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Bionicle®: Maze of Shadows into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.



CONTROLS

MENU CONTROLS

- Highlight menu selection
- Confirm selection
- Cancel/Return the previous screen

GAME CONTROLS

- Character movement
- Teleport menu
- Disk menu
- Use disk
- Use mask/tool power
- Open/close pause menu

COMBAT CONTROLS

- Highlight menu selection
- Confirm selection
- Cancel selection
- Info

Control Pad

A Button

B Button

Control Pad

L Button (hold) + Control Pad

R Button (hold) + Control Pad

A Button

B Button

START

Control Pad

A Button

B Button

R Button (hold) when a disk, mask, tool or item is highlighted in the menu



CONTROLS

TUNNEL FLIGHT CHALLENGE CONTROLS

Character movement

Speed up

Slow down

Open/close pause menu

Control Pad

A Button

B Button

START

Hint:

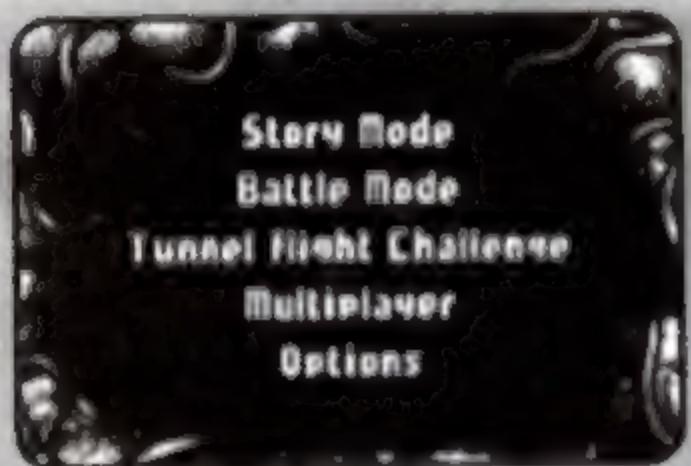
If you get stuck in top-down view, try exploring around the edges and corners of the area. Throw disks into narrow areas you can't reach to explore them.

Hint:

The Disk Menu also includes the Save Game option. To save your game, press and hold the R Button, select the save game option and release the R Button to confirm the selection.

See the section "SAVING," on page 22.

CONTROLS



STORY MODE

Start a new game or continue a saved game.

Help the six Toa Metru heroes survive the Maze of Shadows, as they try to find a way back to Metru Nui. You'll need to draw upon the unique strengths of each Toa to make it through.



In Story Mode you explore the Maze of Shadows' six different levels from a top-down view, solving puzzles and collecting Kanoka disks and other useful items. When you encounter Rahi, the view will switch to a side-on combat mode.

MAIN MENU OPTIONS



BATTLE MODE

Take the Toa Metru through a series of increasingly tough battles with Rahi.

See how long you can survive without being stunned. Your only source of healing items will be those you can win from stunned creatures.

The longest run of victories in battle mode is recorded. If you manage to get a top score, you'll be prompted to enter your name and the new high score table will be displayed.



TUNNEL FLIGHT CHALLENGE

Select from a number of different courses to fly through with Matau.

Avoid obstacles and the walls as you try to set the fastest time through each course. Go too slowly and the Red Serpent will catch you.

The best times are recorded. If you manage to get a top time, you'll be prompted to enter your name and the new best times table will be displayed.

MAIN MENU OPTIONS

MULTIPLAYER

Choose between multiplayer battle mode and multiplayer tunnel flight challenge.

See the "MULTIPLAYER MODES" section for more details.

OPTIONS

Change the sound effects volume or music volume or watch the credits.

THE TOA METRU HEROES

Each of the Toa Metru has different strengths, weaknesses and powers.

VAKAMA, TOA OF FIRE

Strengths: Very powerful in combat, particularly with disks.

Weaknesses: Few, although his defense against standard attacks like bites and claws is fairly low.

Mask Power: Press the B Button in the top-down view to use Vakama's Great Mask of Concealment. This will turn him invisible, so he can't be seen by enemies or sensed by crystal towers.

Tool Power: Vakama's power over fire lets him walk on lava.



THE TOA METRU HEROES

NOKAMA, TOA OF WATER

Strengths: In combat, Nokama's defense against enemy special powers is strong.

Weaknesses: Nokama's power when throwing disks is poor.

Mask Power: When Nokama faces a piece of ancient writing on the wall in the top-down view, press the B Button to translate it using her Great Mask of Translation.

Tool Power: Nokama can use her Hydro Blades to swim across liquid protodermis. Simply walk her into the lakes to use this power.



THE TOA METRU HEROES

NUJU, TOA OF ICE

Strengths: In combat, Nuju's defense against enemy special powers is strong...

Weaknesses: ...but his mask and tool attacks are weak.

Mask Power: Nuju can use his great mask of Telekinesis to move objects. Press the B Button in the top-down view to trigger this power. Items that can be moved will flash. Press Left and Right on the Control Pad to move the pointer over the item you wish to move and then press the A Button to pick it up. You can now use the Control Pad to move the object around. Press the B Button to drop the item and cancel the power use.

Tool Power: Nuju can walk through ice-covered areas which the other Toa Metru cannot enter.



THE TOA METRU HEROES

MATAU, TOA OF AIR

Strengths: Matau is very quick, and can act before some enemies. He also has a good chance of dodging their attacks.

Weaknesses: Matau is easily stunned in combat.

Tool Power: Matau will automatically use his Aero Slicers to jump further than other Toa. You can also press the B Button to use his Aero Slicers to cut through energy barriers.



THE TOA METRU HEROES

ONEWA, TOA OF STONE

Strengths: Onewa's defense against standard attacks like bites and claws is strong.

Weaknesses: In combat, his mask and tool attacks are weak.

Mask Power: Onewa can use his great mask of Mind Control to take control over Rahi. Press the B Button in the top-down view to activate this power. Any creatures that can be controlled will flash. Press Left and Right on the Control Pad to move the pointer over the creature you wish to control, and then press the A Button to take over that creature. You can now use the Control Pad to move the creature around. Press the B Button to release the creature and cancel the power use.

Tool Power: Onewa can scale certain walls by walking up to them to dig in his tools. When attached to a wall, pressing Left and Right on the Control Pad will see Onewa traverse the wall. When Onewa has ground below him, press Down on the Control Pad to drop off the wall. Onewa can also use his tools to help him jump over certain stone blockages in the game.



THE TOA METRU HEROES

WHENUA, TOA OF EARTH

Strengths: Whenua is very durable in combat and hard to stun. His Tool and Mask powers are also strong.

Weaknesses: Whenua is very slow and finds it hard to dodge in combat.

Mask Power: Whenua can walk into very dark areas which other Toa Metru cannot enter. Simply walk into the darkness with Whenua to activate his Great Mask of Night Vision.

Tool Power: Press the B Button in the top-down view to activate Whenua's Earthshock Drills. These powerful tools will break open cracked doors and smash cracked stone blockages.

Hint:

Nuju's and Onewa's Mask Powers work through walls, and can be used on items and creatures in places you can't reach.



ELEMENTS

All Toa and Rahi are linked with one of 6 elements:



Fire (strong against Ice, weak against Water)



Ice (strong against Earth, weak against Fire)



Earth (strong against Stone, weak against Ice)



Stone (strong against Air, weak against Earth)



Air (strong against Water, weak against Stone)



Water (strong against Fire, weak against Air)

Making use of these elemental strengths and weaknesses is the best way to beat tough Rahi and keep your Toa Metru from being stunned.

USE POINTS AND STUN POINTS

USE POINTS

Every special attack or disk attack has a number of Use Points (U.P.). One Use Point is lost every time you activate the attack or disk. Once all use points are lost for an attack, it cannot be used again. Disk Use Points are shared by all the Toa Metru.

Karzahni Root, Karzahni Mix and special Stone Pillars can restore lost Use Points. If you run out of Use Points during combat you will be exhausted and unable to continue the fight.

STUN POINTS

Every time you are hit in combat you will normally take damage in the form of Stun Points (S.P.) Once all a Toa's Stun Points are gone they are totally stunned and can no longer fight.

Karzahni Sap, Karzahni Mix and special Stone Pillars can restore lost Stun Points.



STONE PILLARS

These glowing stone pillars are found throughout the Maze of Shadows. Simply walk right up a pillar to activate it. You will see the glow fade. All Use Points and Stun Points will be restored.

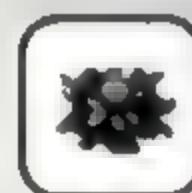
COLLECTABLE ITEMS



KARZAHNI SAP

Karzahni Sap will restore some lost Stun Points. The Super version restores even more Stun Points.

To use Karzahni Sap in the top-down view, press START to access the Pause menu and then choose the 'Use Item' option. Select the Sap and then select the Toa you wish to heal. This will use up the sap and recover lost Stun Points.

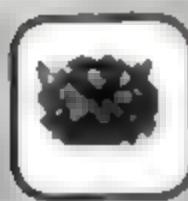


KARZAHNI ROOT [Super Root]

Karzahni Root will restore some lost Use Points. The Super version restores even more Use Points

To use the Karzahni Root in the top-down view, press START to access the Pause menu and then choose the 'Use Item' option. Select the Root and then select the Toa whose Use Points you wish to recover. Choose to recover Use Points for either Mask Powers, Tool Powers or Disks, and select the attack for which you'd like to recover Use Points. The root will be used up and the attack will recover lost Use Points.

COLLECTABLE ITEMS



KARZAHNI MIX [Super Mix]

This valuable mix restores both lost Stun Points and lost Use Points.

To use the Karzahni Mix in the top-down view, press START to access the pause menu and then choose the Items option. Select the Mix and then select the Toa whose Use and Stun points you wish to recover. Choose to recover Use Points for either Mask Powers, Tool Powers or Disks, and select the attack for which you'd like to recover Use Points. The mix will be used up, the attack will recover lost Use Points and at the same time your chosen Toa will also recover lost Stun Points.

To use the above items in combat follow the same steps, but instead of accessing the Pause menu you simply choose the Use Item option in the Combat menu.

KANOKA DISKS

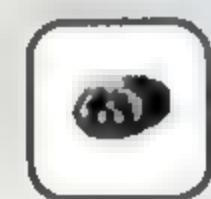
As you progress through the game you will collect various types of Kanoka disk which have different powers and strengths. Don't miss an opportunity to collect new disks. Disks can be found on the ground or dropped by defeated enemies in combat.

To access the Disk Menu, you must not be engaged in combat. Press and hold the R Button then use the Control Pad to make your selection. Release the R Button to confirm your selection, and then press the A Button to fire your selected disk.

COLLECTABLE ITEMS

You can also use the Disk Menu to save your game. See "SAVING" below for more information.

There are six different types of Kanoka disk, depending on their origin in the city of Metru Nui:



Ta-Metru Disks: These can break barrels in the top-down view. In combat mode, they inflict a high level of stun damage and can daze opponents.



Ga-Metru Disks: These disks can be guided around in the top-down view by using the Control Pad. In combat, they are very accurate.



Ko-Metru Disks: These disks are impossible to dodge.



Le-Metru Disks: These fly the furthest of all disks in the top-down view, and can hit distant wall switches. In combat they cause good stun damage.



Onu-Metru Disks: These disks have no special properties.



Po-Metru Disks: When used in combat, these disks have a chance to deflect the next enemy attack.

COLLECTABLE ITEMS

All types of disk are also assigned a special power:

- **Regenerate:** These disks will restore some of a Toa's Stun Points. To use a Regenerate Disk in the top-down view, press START to access the Pause menu and then choose the Use Item option. Select the Regenerate Disk and then select the Toa you wish to heal. This will use up a Use Point and recover lost Stun Points.
- **Remove Poison:** These can cure a Toa of poison and make them immune to further poison attacks for a short time. To use a Remove Poison Disk in the top-down view, press START to access the Pause menu and then choose the Use Disk option. Select the Remove Poison Disk, and then select the Toa you wish to cure. This will use up a Use Point and remove the poison status of the Toa.
- **Enlarge:** This makes enemies a little stronger but a lot easier to hit.
- **Shrink:** This makes enemies a lot weaker but a little harder to hit.
- **Time Control:** This slows down enemy Rahi.
- **Reconstitute:** Randomly mixes up an enemy's strengths and weaknesses.

COLLECTABLE ITEMS

- **Freeze:** This disk can freeze the enemy and deliver stun damage for each turn that they are frozen.
- **Weaken:** This disk lowers all enemy attributes.
- **Teleport:** This disk can make weaker enemies vanish.
- **Basic:** These disks have no special power.

Additionally, all disks have a strength level from 1-9 where level 1 is the weakest disk and level 9 the most powerful.

SWITCHES



FOOT SWITCHES

Foot switches are activated by stepping on them. Many foot switches will open doors on their own, but some require other switches to be found and pressed too.



WEIGHT SWITCHES

Weight switches need to be held down by a Toa's weight or by a nearby object (which Nuju can move with his Mask Power).



WALL SWITCHES

Wall switches will activate when hit with a disk. Some wall switches can only be hit with Le-Metru or Ga-Metru disks.



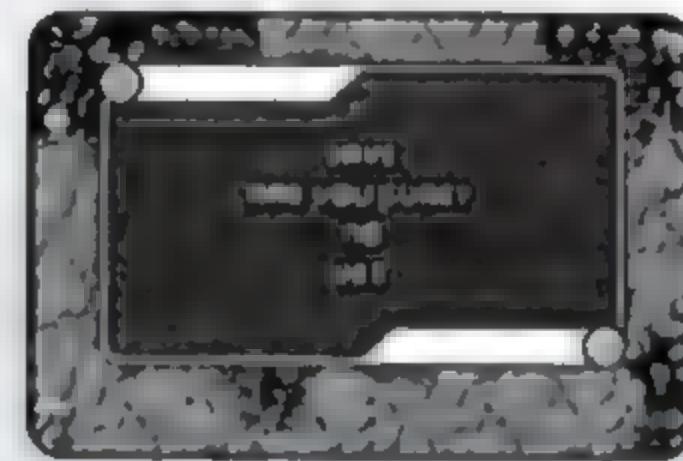
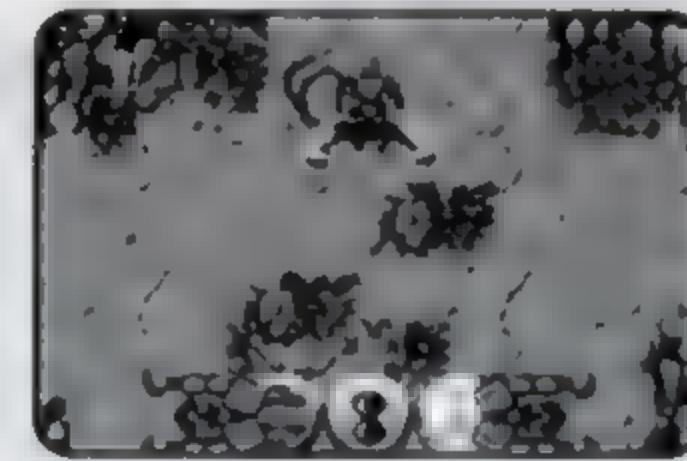
RAHI SWITCHES

Rahi switches will activate only when a Rahi walks over them. Use Onewa's Great Mask of Mind Control to take control of Rahi and activate these switches.

Hint:

Some switches only pop up when others are pressed down, and some doors need a number of switches to be pressed before they will open.

SAVING



You can save your progress anywhere (except during battle) by selecting the Save option from the Disk Menu, releasing the R Button and confirming your save when prompted.

Note: Once you have saved your game, the Disk Menu will select the red Ta-Metru disk by default — so pressing the A Button immediately after saving will throw a red Ta-Metru disk.

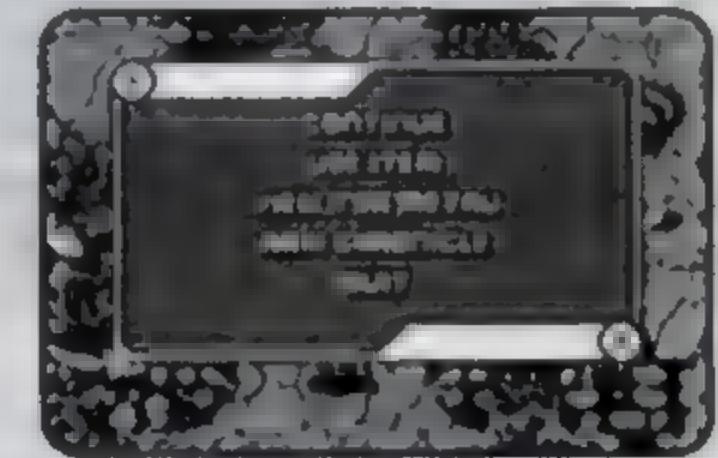
To continue a saved game, simply choose the Continue option from the Story Mode sub menu.

THE PAUSE MENU

The in-game Pause menu offers the following options:

USE ITEM

This option shows how many Karzahni items you have available, any Regenerate or Remove Poison Disks you have and how many Use Points they have remaining. You can select and use the items as detailed above.



VIEW TOA METRU

Choosing this option will enable you to view the status of each Toa. Select the Toa you wish to view from the group of six. You'll see how many Stun Points they have remaining, and whether they are poisoned. You can also see their current experience and the amount of experience they need to reach a new level. Pressing the A Button will take you forward and allow you to view the remaining Use Points for that Toa Metru's Mask and Tool Powers.

THE PAUSE MENU

RAHI CHRONICLE

Whenever you defeat a Rahi (enemy creature), their details are entered into the Chronicle. The Rahi Chronicle lists their element type, their strengths and weaknesses, along with their attacks and the unique item they may drop when stunned (if any).

RESTART LEVEL

Select this option to restart from the first stage of the current level. This option can be useful if your party is very low on stun points or use points, and you are having trouble getting further in the game. Restarting a level will lose any saved or unsaved progress, but will give all Toa full health.

QUIT

After confirming at the prompt, quitting will lose any unsaved progress and return you to the Main menu.

MULTIPLAYER MODES

You can use the Game Boy® Advance Game Link® cable to race a friend in the Tunnel Flight Challenge Multiplayer Mode, or Battle each other using Rahi in the Multiplayer Battle Mode.

Both players must have a Bionicle®: Maze of Shadows Game Pak inserted in their Game Boy® Advance in order to play a multiplayer game.

MULTIPLAYER TUNNEL FLIGHT CHALLENGE

After selecting this option, the host can select from a number of different courses to race down. Once the course is selected, the race begins.

The host takes control of Matau, and the second player takes control of a Nui-Rama.

You can bump and jostle your opponent by flying into them. If you crash into obstacles or the sides of the course then you'll rejoin the race, but will lose valuable time.

The winner is the first player to cross the line. The results screen will show the winning player's time.

MULTIPLAYER MODES

After racing, you'll be able to go back to the Multiplayer Mode Select Screen.

MULTIPLAYER BATTLE

In Multiplayer Battle Mode, you can enter into direct combat with any of the Rahi from the levels you've reached in Story Mode. Pick your team of up to six Rahi, set their levels, then battle it out.

You and your opponent will be offered the same lists of Rahi. You can choose Rahi native to any level you've reached. So at first you'll only be able to choose Rahi found in Level 1: Vine Choked Tunnels.

You can pick the same Rahi multiple times to complete your team of six.



MULTIPLAYER MODES

Once you have selected a Rahi for your team, you can increase or decrease its level (from levels 1 to 10). You should agree with your opponent on balanced teams, unless you prefer to play with a handicap.

Once both players have picked their team and set their levels, the battle begins. You must stun all of your opponent's Rahi to win.



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NOTES

NOTES

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BEWARE THE VISORAK!

Powerful hordes of venomous spider creatures have overrun the city of Metru Nui, shrouding it in webs and mutating our Toa heroes into new and frightening half hero, half beasts. Who will now stand up against the VISORAK?

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LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. **Your 5 digit Product Code is 32182.** Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its

sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if:
[a] the defect in the Product has arisen through abuse,

LIMITED WARRANTY

unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE

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